LYNX USER

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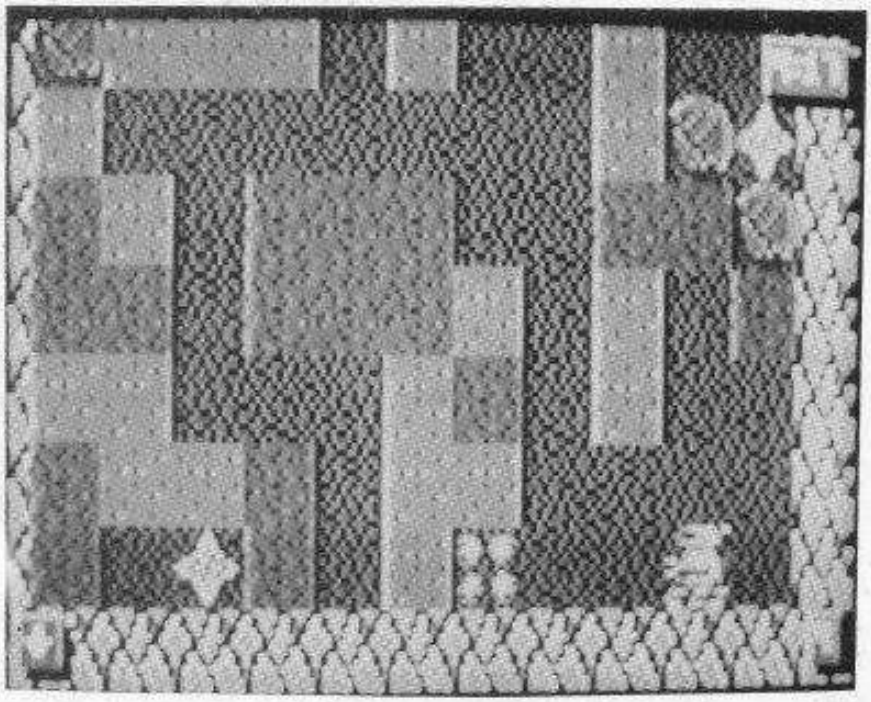

Reviews of
Scrapyard Dog
Viking Child
XYBOTS

WIN CHIPS CHALLENGE
FREE POSTER WITH THIS ISSUE

Hello again, and Welcome to issue 3 of Lynx User.

First we would like to say sorry, sorry, sorry, sorry, sorry, for the late arrival of issue 3. The reasons for this are everything from not getting the right games on time, to loosing valuable reviews in the post.

Anyway onto lighter matters, the Lynx is doing very well and getting more popular every day. On the games front, another twenty or so games have been announced and many more are planned.

Until next time, I hope you enjoy the mag.

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LYNX NEWS

Local Lynx User

Well if you are fed up with waiting for your copy of Lynx User to arrive through the door, help is at hand. In the future you will be able to buy your copy of Lynx User over the counter from a number of different shops in the South of England. At the present moment the Computer Cavern in Reading and the Computer Cavern in Basingstoke will be happy to sell you the latest copy of Lynx User. So if you would like to buy your copy of Lynx User over the counter, inquire at your local computer shop about stocking Lynx User.
But please remember that Lynx User will always be available by mail order.

Batman Saves the Day

It seems that those lovely people at Atari, are now falling over themselves to try and sign up games for our favourite hand held. Every day now, we hear of more titles in production for the Lynx.

To begin with the Caped crusader will soon be winging his way on to the Lynx in Batman 2 (the film began shooting a couple of months back). We shall also be getting Dr Jones on the Lynx in his best adventure INDIANA JONES AND THE LAST CRUSADE. Look out for both of these games around the middle of next year.

For those who prefer more sporting pursuits there will be Manchester Utd. Football Game, Bad Boy Tennis, Heavy Weight Contender (boxing simulation by all accounts), Malibu Bikini Volleyball, Nfl Football, and Basketbrawl.
For the arcade hungry there will be Switchblade 2, Ninja Gaiden 3, Ninja Nerd, Pitfighter, Roadriot and Daemonsgate.

As well as chilling action in Dracula, space action in Space War and Super Asteriods/ Super Missile command there will also be driving action in Rc Destruction Derby, Dirty Larry, Raiden (god knows what this is), Battlezone 2000, Strider 2, 720, Kung food and Taxi.

All these games are at various stages of development, but of course we will keep you informed of any news as we get it. Look out for in issue 4, an in depth look at a Lynx Software Developer.

It's A Musician's Life

Young pop sensation, Chesney Hawkes is a big fan of the Lynx. So much so in fact that he and his band use the portables while travelling between gigs.
They especially like to Link up and play Gauntlet, or Slime world. Well who doesn't.

ROBO-SQUASH - Review Jon Fancey

I didn't really know what to expect when I plugged this game in. I had visions of blasting away limitless quantities of robots to save the world from certain destruction, or something like that. However, that isn't what it's about at all, and I must say I was a little disappointed with what it was.

The scenario is this: You are in the 31st Century, and the President of the World has died unexpectedly at the grand old age of 281! His party had ruled the world peacefully for 200 years, but now the International Party wanted to take over. Conventional warfare is now considered boring, so they settle matters by playing ... ROBO SQUASH! Your success will determine whether Federation peace can be achieved. And if you believe that - you'll believe anything.

What we actually have here is a bat and ball game. Your perspective is looking into a room, with your bat nearest you, and the computers' (or your friends') at the back of the room. In between you both are a few blocks, as well as four special shapes, which change the characteristics of your bat. There is of course a ball, which bounces to-and-fro between you and your opponent, which you must keep in play - otherwise it will 'burst' all over the place, obscuring your view of the game. Three bursts, and you lose the round.

The object of the game is to clear the room of all objects and to proceed to the next (more difficult) room. If the ball hits a special object one of four things happens: Your bat can catch the ball, and release it when you feel like it. Or you can shoot the bricks to destroy them, making the whole affair a lot easier. By catching another object, the computer will tell you where the ball will hit the wall your end, so you can line up ready for it. Lastly, if you catch the forth object your bat expands ... except it doesn't! I couldn't actually notice any physical change in size of my bat when I caught this object, although the instructions told me quite clearly that it would. Oh well - it probably wouldn't make the game any more interesting anyway.

When you clear all blocks, this mechanical spider appears, whizzing round the walls. You have to be the first to direct the ball at the spider to destroy it to win the round. This appears to be completely based on luck, as you can't control where you want the ball to go anyway - and so makes the whole thing rather frustrating - and pointless.

There are a total of 16 rooms to clear. You are shown on a 4x4 grid which room you are going into next, and can chose any of the remaining rooms if you won the last one. When you win one it changes to blue, and when you don't it turns red. If you make a line, you get extra points and when all rooms have been played, you are treated to a world-saving computer firework display - don't get excited - it's very average. As is the whole affair.

There isn't much to keep you interested here. It may be mildly more fun if you play it with someone else rather than the computer - although I doubt it. The graphics are well drawn and colourful, but don't improve the game play much. The sound is fairly mediocre too.

AT A GLANCE

IN A NUTSHELL: If you like bat & ball games give it a look. You may like it. Otherwise - spend yer thirty quid on something else.

RATING:

Sound	30%	Graphics	70%
Playability	30%	Lastability	10%

LYNX HINTS AND TIPS

ELECTROCOP - ALL THE LEVELS

Level	1	D1 = 2473	->	Level	2
		D2 = 9874	->	Level	2
		D3 = 8743	->	Weapons	
Level	2	D1 = 3287	->	Lvl 7 (Right)	
				Lvl 3 (Left)	
		D2 = 5409	->	Empty	
Level	3	D1 = 9284	->	Level 4	
		D2 = 7210	->	Level 4	
		D3 = 3936	->	Smart Bomb	
		D4 = 7395	->	Plasma Cannon	
		D5 = 8294			
Level	4	D1 = 0394	->	Weapons	
Level	5	D1 = 8658	->	Weapons	
		D2 = 5462	->	Door 7	
		D3 = 9973	->	End of Game	
		D4 = 7642	->	Door 1	
		D5 = 0912	->	Door 2	
		D6 = 0974	->	Door 3	
		D7 = 7865	->	Door 4	
		D8 = 4285	->	Door 5	
		Stingrays	->	Level 10	
		Open/Closing Doors	->	Level 1	
Level	6	D1 = 9722	->	Level 5	
		D2 = 8765	->	Level 12	
Level	7	D1 = 6021	->	Level 4	
		D2 = 5824	->	Level 9	
Level	8	D1 = 7698	->	Level 6	
Level	9	D1 = 0170	->	Pla. Cannon	
		D2 = 1092	->	Empty	
		D3 = 7102	->	TriLaser	
		D4 = 4726	->	Empty	
		D5 = 1375	->	Level 11	
		D6 = 2857	->	Bi-Laser	
		D7 = 6998	->	Tri-Laser	
		D8 = 1798	->	Tri-Laser	
		D9 = 4321	->	Level 1	
Level	10	Left Exit	->	Level 11	
		Middle Exit	->	Level 9	
		Right Exit	->	Level 2	
Level	11	D1 = 0293	->	Bi-Laser	
		Left Exit	->	Level 3	
		Right Exit	->	Level 12	
Level	12	D1 = 2987	->	Pl. Cannon	
		D2 = 6473	->	Pl. Cannon	

Blue lightning -

Interested in special bonuses in Blue lightning?

In the Canyon Run segment, use your afterburners at the beginning of the mission just as you're starting to enter the canyons. "You've got guts!" will be displayed and 30,000 points (Gusty bonus) will be added to your score at the end of the level.

When in the canyons, use the afterburners. "You're crazy!!" will be displayed and 65,000 points (Lunatic bonus) will be added at the end of the level.

The best place for the second bonus is just before the second set of mountains.

If you manage to get both bonuses, you will get points for both but only the lunatic bonus will be displayed.

SLIMEWORLD

It has a hidden Zit Popping game. Go to the summary screen, and then go to the screen where Todd is green. Press OPTION 1 and you'll see a zit. Blow it up by hitting buttons as fast as you can.

Did you also know that there are a number of secret doors on Slimeworld?

There's one on level 6. As soon as you enter, shoot the floor immediately to the right of Todd. The floor will open up to another level. There are others.

HIGH SCORES

Gauntlet 3

Dale Birkett	292,567
Graeme Trapp	863,828
Colin Leonard	716,536
Amnar Oghl	805,977
Paul Marsh	910,310

California Games

BMX

James O'Dwyer	686
Amnar Oghl	948

Half Pipe

James O'Dwyer	15,520
Robert Pain	2,539
Amnar Oghl	30,326

Footbag

James O'Dwyer	9,980
Robert Pain	20,196
Amnar Oghl	75,580

Zarlor Mercenary

C. Percival	881,953
Amnar Oghl	650,017
Robert Pain	921,270

Rygar

Phil Bailey	1,518,450
Robert Pain	1,415,750
Amnar Oghl	1,110,940
James O'Dwyer	1,500,000

Roadblasters

Mark Hilton	1,655,300

Ninja Gaiden

Amnar Oghl	65,000

Rampage

Robert Pain	1,532,700
Phil Bailey	2,243,025

LYNX ADS

Gates of Zendecon up for swops! Will consider anything. Please send lists to: Andrew Blanchard, 274 Mackets Lane, Halewood, Liverpool L25 9RT.

Wanted: Playing guides for the following games: Blue Lightning, Slime World and Electrocop. Send them with SAE to: C. Garson, 63 Grieveship West, Stromness, Orkney.

For Sale: ATARI ST Games. Commando £4, Continental Circus £6, Myth £2, Daley Thompsons Olympic Challenge £4, Thunder Blade £4, Robocop £5, Galaxy Force £4, Turbo Outrun £5, Falcon £6, Falcon-Mission Disks 1 £6, Zak Mckraken and the Alien Mindbenders £6. Please contact Edwin on (0734) 885176.

XYBOTS

Xybots (z-y-bots), is the latest product from the Atari-Tengen Deal to grace the Lynx. Based on the 1989 Coin-op of the same name, we join Major Rock Hardy and Captain Ace Gunn on their mission to penetrate the vast Labrinth of the Master Xybot and destroy him.

As this is a pre-production game I cannot comment on the ability to link up machines as the coin-up did, but it would be nice.

You control your character looking from behind him, as he jogs around the mazes. A fires your weapon, B rotates you 90 degrees, in conjunction with the direction pad, so that you can see round corners and avoid marauding robots. Option 1 fires a Zap weapon which stuns all robots momentarily and Option 2 brings a map up on to the screen.

As you wander around the underground city of the Master Xybot you come across coins which you collect to buy extras between levels, keys that open different parts of the maze to you, and usually more robots, and the occasional Warp.
All these are visible on the map of the Level.

As you progress through the levels you meet the Master Xybot, you must defeat him to continue, failure to do so sends you back several levels.

In the shop you can buy keys, mapping aids, extra shots, slow energy loss, armour plating, faster shots and movement and extra energy, etc.

The game is very faithful to its Arcade parent, your character jogs around the mazes dispatching robots, he wanders forward a few steps and then the maze updates, the 90 degree flips are not as smooth as the original, but functional none the less.

The robots are very smooth as they glide towards you firing their assorted weaponry in an attempt to rid the Universe of yet another fun toting human.

Keep an eye on your energy status, the little flashing square on your back. The hidden sections expand the search and destroy gameplay and some of the robots employ devious shielding to protect themselves from even a level 5 shot.

The music is pretty good (for a change), and changes every level or so, the graphics are colourful and well defined lending a suitably robost and chunky air to the game.

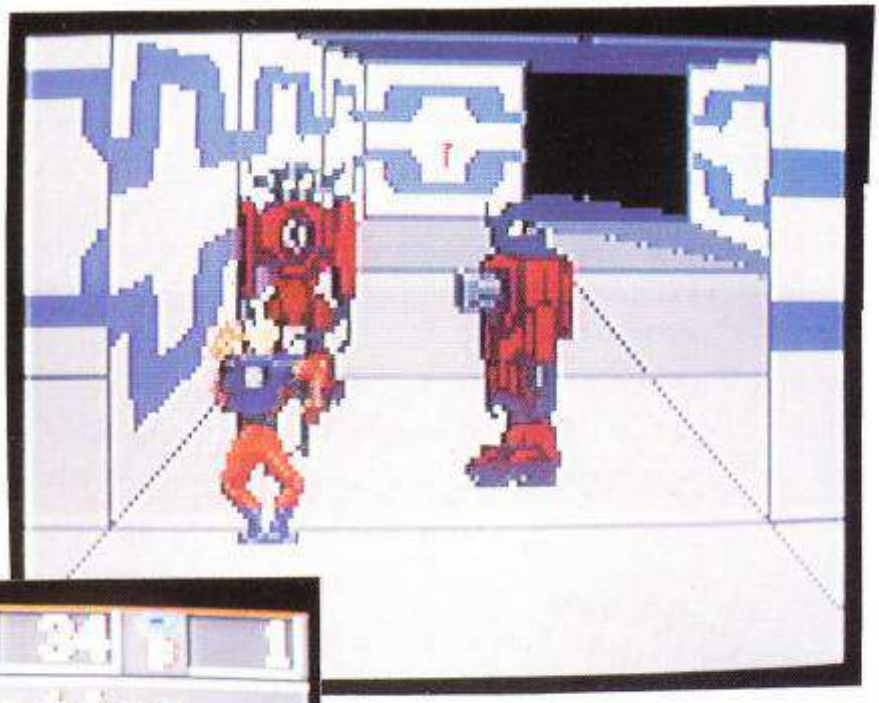
Atari have produced a good rendition of the Coin Guzzler it is based upon, and fans of the arcade cabinet will find much to please them in this conversion, that seems very suited to the handheld, so much more so than the lacklustre efforts on ST and Amiga by Domark.

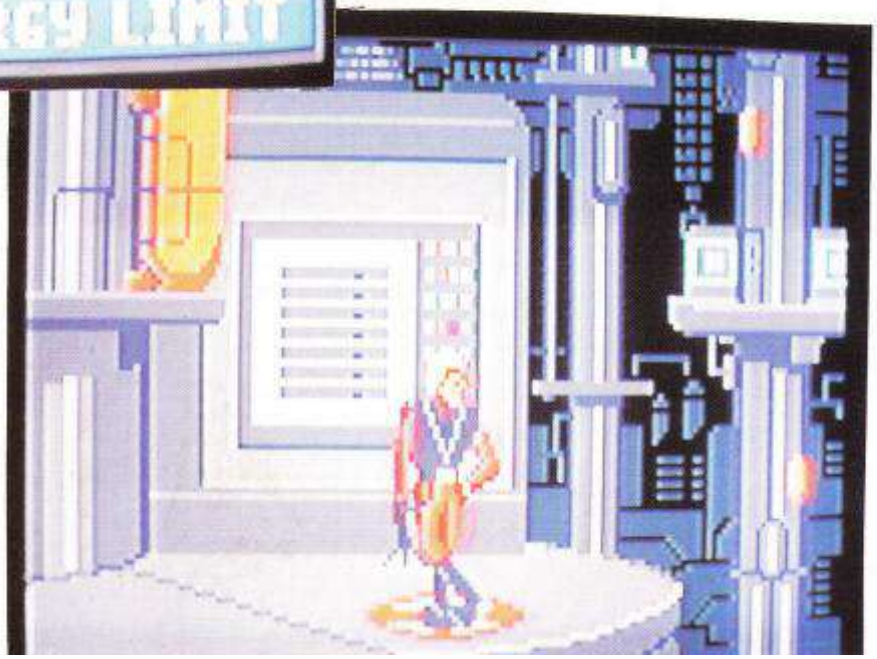
Steve

8

10

XYBOTS - Lovely colour Screenshots for you lucky people.





CRYSTAL MINES 2

Coming Late '91
Crystal Mines 2
is a fabulously
addictive Boulderdash
Rip Off.
It's Great. Looks Great.

Viking Child

Considering that most of the earlier Lynx titles were either puzzle games or shoot-em-ups, this comes as a very nice surprise indeed. This latest Lynx title Viking Child is a very competent conversion from the Amiga game of the same name. Born from a company called Imagitec, Viking Child is a very slick, if a little slow, arcade game in which you control a little Viking Sprite known only as Brian.

The basic idea behind this game is to survive each level and defeat the main man or monster. As you know this is never easy, not in Brian's case anyway.

At the start of the game you are presented with a map of your surroundings. After which you are dropped straight into the action. You can move Brian in any direction you want, and by pressing one of two buttons he can be made to jump or use his sword.

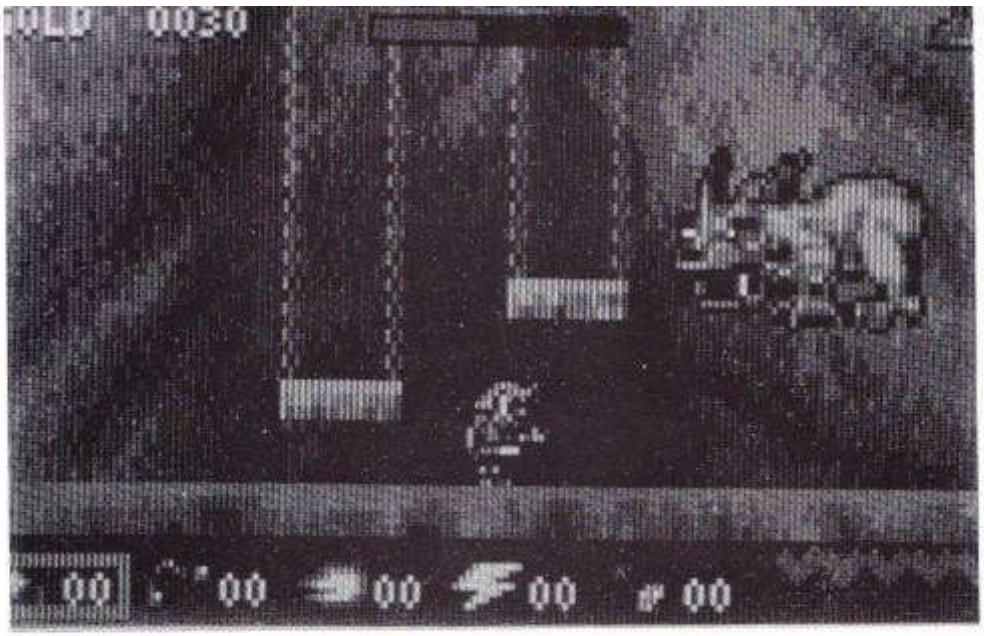
If you look at the bottom of the screen you will notice several icons displayed, these are your extra weapon icons and believe me you will need them. Identifying them from left to right we have bombs, bolas, firesprites, stuns and potions. They range from mediocre to downright lethal. You also might be pleased to hear that apart from those there are a number of other useful items to be had, including cloaks, shields and heart attacks.

There is quite a lot of variety between levels, and although they obviously get a lot harder, I can't see you getting bored with this one very quickly.

Having played this thoroughly on the Amiga, I can vouch for its playability even though it is a bit on the slow side.

Thoroughly recommended. Buy it now.

8/10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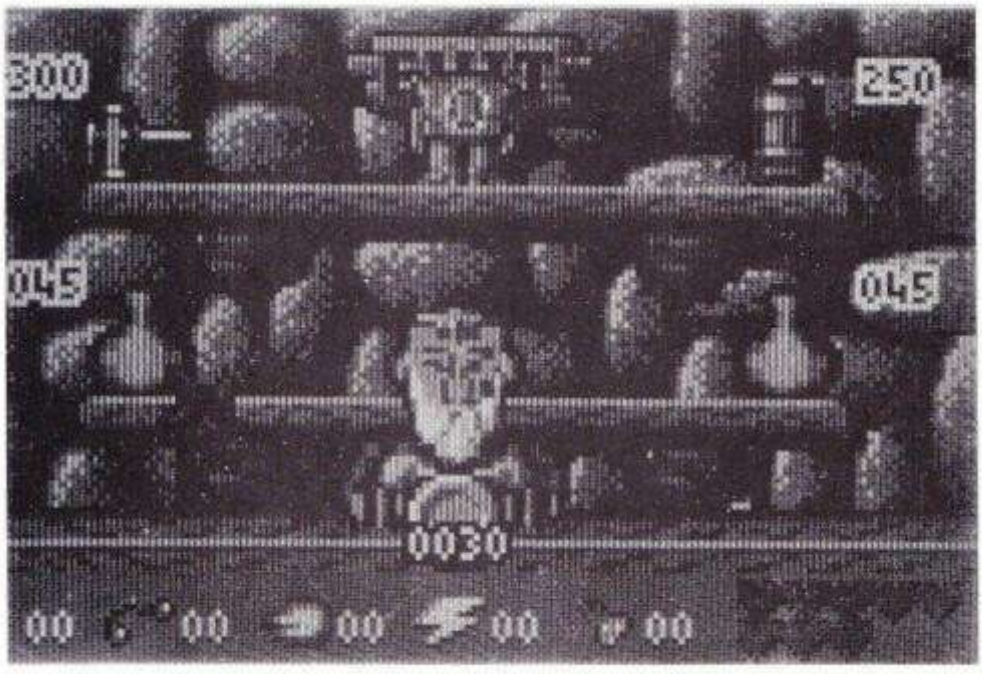
WORLD
GET READY FOR THE PYRAMID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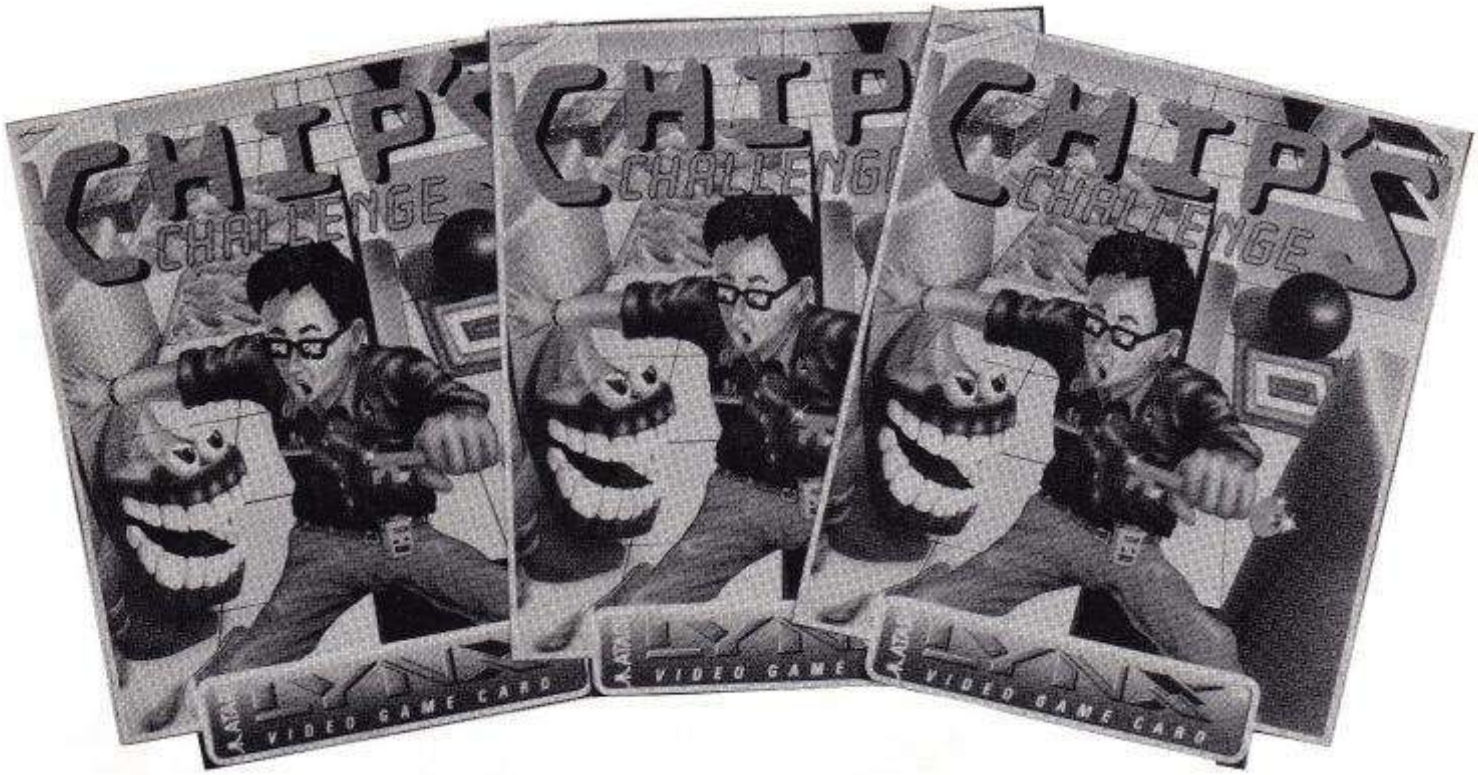
COMPETITION TIME



It's competition time again on Lynx User. This month we have three copies of Chips Challenge to give away, the frustrating puzzle game from ATARI.

We also have ten runners up prizes of posters, and whatever else we can get our hands on.

All you have to do to have a chance of winning one of these prizes is to answer the following question.

Name the exciting new car racing game, out for the Lynx?
Please send your answers on a postcard to:
Lynx User, PO Box 7, Riseley, Reading RG7 1YW.

Previous Winners

Rampage Comp - L.G. Houlden, Egham; G. Brown, Birmingham; Matthew Moss, Ikley; Ejike Aquobor, Woolwich; A. Johnson, Reading; P. Smith, Wolverhampton; C. Morton, Portsmouth.

Chess Comp - J. Alexander, Cardiff. *Runners up*: James Lee, Guildford; A. Waldock, Bussingbourn; Jonathan Haselton, Gutley;

CORRESPONDENCE

I am writing to you to tell you how glad I am that you have made a magazine solely for the Lynx.

I buy your magazine to read the reviews, so I know what games to get.

Please could you answer these questions.

1. *What is the best game out for the Lynx at this present moment?*
2. *Around how much will the new Lynx cost?*
3. *When is world class soccer going to be released, and is it any good?*
4. *Will the old Lynx be still available when the new one comes out?*

DEAN FOSTER - WOODVILLE, DERBY

Thanks Dean, I am glad you approve.
Well to answer your questions.

1. I personally think Chequered Flag is very good (well, I love racing games). But look out for Viking Child, it's brilliant.
2. Come on, the new Lynx is available. Your local shop will tell you how much.
3. Good question, expect it early next year.
4. Yes, but only while stocks last. Atari have stopped making the Lynx Classic.

Thanks for the letter Dean, a Lynx poster is winging its way to you.

PLEASE KEEP SENDING IN YOUR LETTERS. THERE IS A POSTER FOR EVERY ONE PRINTED AND A GAME IF THE LETTER IS EXCEPTIONALLY GOOD.

Hi,
I have just bought the new Lynx 2 from Littlewoods Index Cataloque. It seems like a great little machine. However I do have a few questions and would be very pleased if you could answer them.

1. *As far as I am aware the new Lynx has not been released in this country yet, which would make mine a grey import. How can I tell if it is or not?*
2. *If it is from America, will I have trouble connecting it up to our English power supply?*
3. *Will cartridges that are available in most shops (the only game I have at the moment is Slimeworld, which I bought from the same place as the Lynx) work on my Lynx 2?*
4. *What, in your opinion are the best three or so games for the Lynx at the moment?*
5. *What are the above games like compared with Slimeworld?*
   (which I think is a fairly good game).
6. *Why do some people buy the Game Gear, when the Lynx is obviously ten times better?*

JOHN SKINNER - PINNER, MIDDLESEX

Well John, we recieved your letter a while back but we printed it because you brought up some good points.

1. No way of telling. All Lynx's look the same.
2. No
3. Yes
4. Well apart from the games I mentioned I think Blockout is good. As well as Ninja Gaiden.
5. Slimeworld is a brilliant game. The games I have mentioned are as good, but in different ways.
6. No comment ...

Thanks John - Lynx Poster as usual.

Scrapyard Dog

Scrapyard Dog is the New Mario Clone from ATARI. You take the role of Louie, a mild mannered (wimp) scrapyard guy. One day while having a tea break, Mr Big, the local gangster comes into the scrapyard and Dog naps your favourite pooch.

Well Louie simply won't stand (or sit) for this and goes off in search of his pooch. Armed only with guts, determination and a load of tin cans, you must fight your way through all the levels so that you can be reunited with your Dog.

On level one seagulls and mice are the main baddies, with one of Mr Big's henchmen every so often. Throwing a can will normally dispense with the enemies, but a couple of tins are needed for any of Mr Big's Men.

As the levels go on, the actual pathway through becomes more and more difficult to negotiate, with moving tyres, mountains and rolling oildrums out to get you. You get four lives, and you need every one of them. Also as you conquer more levels Mr Big's henchmen get more difficult to kill, arming themselves with pistols and even tanks to try and stop you.

Along the way there are also a number of hidden rooms. These can be entered by either standing on a crate, toilet (yes, toilet), etc. and pushing down on the joypad as you enter. Usually the rooms offer bonuses if you achieve what they want from you.

One of the room's is a musical experience. A little tune is played for you, and then you must repeat it by jumping on the notes. If you do it correctly it plays you a small congratulating tune.

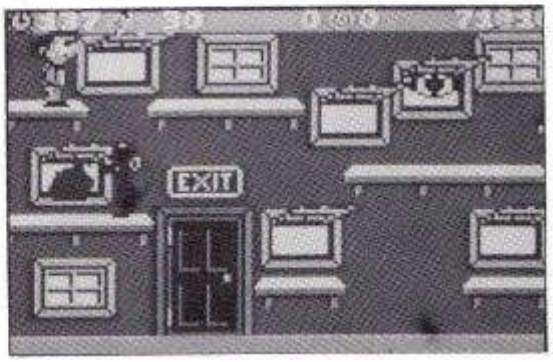
On another secret floor, 5 tins are put infront of your eyes. If you can still remember which one is the choosen one after all the tins have been shuffled, you gain an extra life.

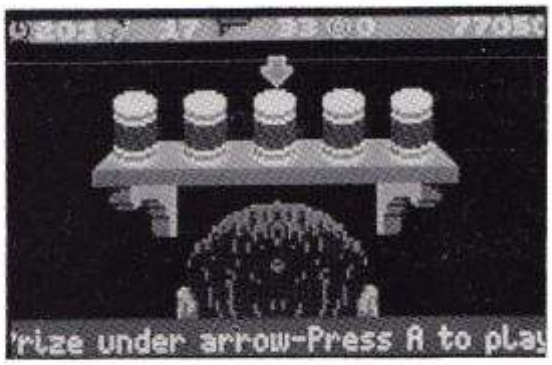
The game itself at first is a bit on the easy side, and unchallenging. But you will find, as I did, that as time goes on the gameplay picks up, and it actually becomes quite addictive. The graphics are okay, and the little tune although annoying at times adds great atmosphere.

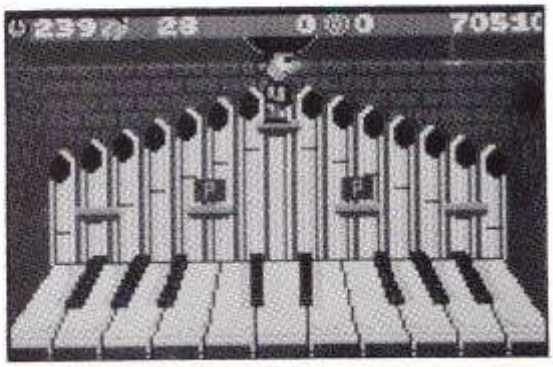
As a Mario Clone, I suppose it is not very good. But on the whole if you stick with it you will have yourself a lot of fun.

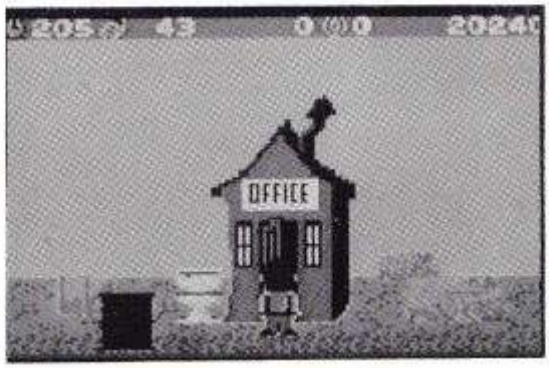
6/10

Scrapyard Dog









Remember to order your copy of issue 4 Special Christmas issue

SUBSCRIPTION RATES

We have had a lot of enquiries about Subscription Rates, so here they are:

1 issue	50p	+ 1 SAE, or just	90p	including P+P
2 issues	£1.00	+ 2 SAE, or just	£1.80	including P+P
3 issues	£1.50	+ 3 SAE, or just	£2.70	including P+P

PLEASE STATE WHICH ISSUES YOU WANT WHEN ORDERING.

PLEASE SUPPORT US.

WE WANT TO MAKE THIS MAGAZINE THE DEFINITIVE GUIDE TO WHAT'S HAPPENING ON THE LYNX.

CLASSIFIED ADS

Hi! This is a new section where you can advertise all your bits + bobs for just 35p for 25 words. You can advertise anything you like from Lynx games to washing machines.

Send to:

LYNX USER, P.O. BOX 7, RISELEY, READING RG7 1YW.

JUST TICK THE SECTION YOU WANT IT TO GO IN

LYNX GAMES	[ ]	SELLING	[ ]	SWAPPING	[ ]
HARDWARE	[ ]	SOFTWARE	[ ]		

Name _____

Address _____

_____

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